

His Man Friday

A micro game for 2-4 players

A great storm has driven the ship aground, and a strange man has washed up on the shore of your island. You'd like to help him find the things he needs to survive – things like coconuts, water, and firewood. But be careful he doesn't find any of the guns that have washed up on shore from the wrecked ship – you've heard about what these people do to natives like yourself when they have their guns! Whoever can lead the shipwrecked stranger to the most supplies will become His Man Friday.

Contents:

16 cards:

- 4 Guns
- 4 each of Coconuts, Firewood, and Water, in amounts of 1, 2, 3, and 4

1 Crusoe token

Setup:

Shuffle the cards and deal them out equally to all players – 7 cards each for 2 players, 5 each for 3 players, 4 each for 4 players. In 2- and 3-player games, there will be cards left over – place these face-down in the center of the playing area to form the beginning part of the island.

Play:

There are two phases: Friday's reconnaissance and Crusoe's exploration.

Friday's Reconnaissance:

Choose a starting player. When each player's turn is done, play passes to the left.

On a player's turn, they must take a card from their hand and place it face down in the playing area, filling in an imaginary 4x4 grid. When a player places a card, they must publicly declare what kind of card it is – coconuts, water, firewood, or a gun. However, they don't have to tell the truth! Bluffing is essential. The card type may be stated in any sort of way they like, but it must be clear what kind of card they are claiming to put down. For example:

- “This is coconuts.”
- “More coconuts here.”
- “Crusoe is going to make some pina coladas here.”

Other players may question the player and cast doubt on their honesty. They may respond in any way they like, but may not change their story about what kind of card they put down.

Twice per game in a 2- or 3-player game, or 3 times per game in a 4-player game, each player may make a formal challenge to a card played by another player. When a player makes a formal challenge they get to peek at the card that was just played. Only one player may challenge a given card

– if two people want to make a challenge to the same card, whoever declared their challenge first gets to peek, and the other player must save their challenge for later.

Crusoe's Exploration:

Once all players have placed all of their cards on the island, the players begin to guide Robinson Crusoe around the island, showing him where to find resources. The first player takes the Crusoe token and places it on any card on the island.

Starting with the second player, players take turns doing the following:

1. Choose whether or not to take the card Crusoe is standing on.
2. Move Crusoe to the next available card in any of the four cardinal directions. Crusoe may skip over empty spaces, but may not skip over cards. If there is no legal move available (i.e. there are no cards left in any of the cardinal directions from his current location), Crusoe may be moved to any available card.
3. If the player did not take the card Crusoe started on, they choose whether or not to take the card he ended his move on.

When a player takes a card, they may look at it, but may not show it to the other players. They may, however, make claims (true or false) about what cards they have picked up. Players are encouraged to discuss their reasoning – i.e. “I'm not taking this card because it is definitely a gun,” or “you should take that one – it's coconuts, and I don't think you have coconuts yet.”

When the number of cards left equals the number of players, each player gets one last chance to take one card if they want one of the remaining cards, irrespective of where Crusoe is located. Then the Crusoe's Exploration phase ends.

Scoring:

First, players reveal how many guns they have in their hands. The single player with the most guns loses. If there is a tie, all tied players remain in the game. However, if one player has secured all four guns, they win immediately.

All remaining players then count up how many different resource types (coconuts, firewood, and water) they have. The player with the most resource types wins. If there is a tie, tied players then count up the total number of resource icons on all of their cards (excluding guns). The highest amount of resources wins.

